

Remarks

Reconsideration and allowance of the subject patent application are respectfully requested.

Claims 1, 2, 7, 12, 16-19, 22 and 23 were rejected under 35 U.S.C. Section 103(a) as allegedly being "obvious" over Sawaguchi (U.S. Patent No. 5,961,386) in view of Millman et al. (U.S. Patent No. 5,619,635). Applicants traverse this rejection.

Claim 1 is directed to a system for providing video game program specification data, comprising a display and a control circuit for causing the display to display an interactive form containing data entry fields for inputting game program specification data that specifies characteristics of a video game program developed for a particular game platform. As described in the present specification connection with the illustrative embodiments, such a system, among other things, facilitates the submission of video game programs to game machine companies or others that test the games.

The office action alleges with reference to lines 1-5 of the Sawaguchi abstract that Sawaguchi discloses a system for providing video game specification data. Applicant strongly disagrees with this contention.

Lines 1-7 of Sawaguchi's Abstract state:

In a computer system for playing a computer game of the present invention, the computer game is a competing type game and specific characteristic data of each of game players is stored in a memory card of each game player. The specific characteristic data is removable from one memory to another memory in accordance with result of the competing game.

The office action alleges that the Abstract describes a "computer game with specific characteristic data for each game." See 5/18/2005 Office Action page 2. However, as can be seen from Abstract, Sawaguchi does not in fact disclose the concept of a computer game with specific characteristic data for each game as alleged in the office action. Instead, Sawaguchi discloses storing specific characteristic data of each of game players. This characteristic data of game players (not game programs) is referenced throughout Sawaguchi:

At the step 402, personal data (specific characteristic data) of each game players (sic) is loaded from a memory card of the game player. Sawaguchi, col. 4, lines 37-39 (emphasis supplied).

At the step 409, new (updated) personal data of each game player is saved into the memory card of each game player. Sawaguchi, col. 4, lines 50-52 (emphasis supplied).

...at least two machine-readable medium each containing at least a first data and a separate second data ..., said first data corresponding to a respective player's ability to play the computer game, and the separate second data corresponding to previous accomplishment of said respective player in playing the computer game... Sawaguchi, col. 6, lines 14-20 (emphasis added).

For these reasons, Applicant disagrees with the contentions regarding Sawaguchi in the office action and respectfully submits that there is no disclosure therein of the concept of game program specification data that specifies characteristics of a video game program developed for a particular game platform or of displaying a form having data input fields for inputting such game program specification data.

The office action acknowledges the deficiencies of Sawaguchi with respect to the displaying of an interactive form as specified in claim 1. Millman et al. is alleged to remedy this deficiency. Millman et al. describes an environment for creating and modifying complex forms. Millman et al. makes no mention of video games thus could not possibly have motivated one of ordinary skill in the art to have modified Sawaguchi to provide for specifying characteristics of a video game program. Consequently, even assuming for the sake of argument that Millman et al. is suggestive of providing a form, there is nothing in either Sawaguchi or Millman et al. that suggests that this form should contain data entry fields for inputting game program specification data. As such, the forced combination of Millman et al. and Sawaguchi as proposed would not have resulted in the subject matter of claim 1.

The office action states that the proposed combination would have been obvious because it would provide Sawaguchi with "the benefit of using forms to input specific information the user would like to see for the video game so each user can ensure that the settings they choose are the correct settings for their particular computer." 5/18/2005 Office Action, page 3. Here again, even if it is argued that Millman et al. would have been suggestive of using a form to enter the game player characteristics described in Sawaguchi, this again would not have resulted in the subject matter of claim 1 which involves game program specification data.

Independent claim 7 is directed to a method for providing video game program specification data comprising displaying on a display an interactive form containing data entry

fields for inputting game program specification data that specifies characteristics of a video game program developed for a particular game platform; entering game program specification data into the data entry fields; and validating the data entered into the data entry fields. As discussed above with respect to claim 1, Sawaguchi does not disclose the concept of game program specification data that specifies characteristics of a video game program and Millman et al. does not cure these deficiencies. Consequently, claim 7 is believed to be allowable over the proposed combination of Sawaguchi and Millman et al.

In response to the arguments presented in the previously filed amendment, the office action cites the Sawaguchi abstract. However, as explained above, the Sawaguchi abstract has nothing to do with game program specification data that specifies characteristics of a video game program. Instead, the Sawaguchi abstract refers to characteristics of a video game player.

Independent claim 12 is directed to a game submission system for submitting video game programs for reviewing and testing. The system comprises communication circuitry for receiving from a video game developer a video game program for review and testing and video game program specification data specifying characteristics of the video game program; a memory for storing routing information for one or more video game reviewers and testers; and processing circuitry for automatically sending data regarding the received video game program and video game program specification data to the one or more video game reviewers and testers in accordance with the routing data. Neither Sawaguchi nor Millman et al. discloses or suggests a game submission system for submitting video game programs for reviewing and testing. In connection with claim 12, the office action makes reference to portion of Sawaguchi's abstract describing "players able to play at the same time on the network". However, playing a game on a network is quite different than receiving from a video game developer a video program for review and testing, along with video game program specification data specifying characteristics of the video game program. There is no disclosure or even suggestion of reviewing and testing video game programs in either Sawaguchi or Millman et al. Moreover, as noted above, neither of these documents discloses the concept of game specification data as claimed. Consequently, claim 12 is believed to be allowable over the proposed combination of Sawaguchi and Millman et al.

Independent claim 17 is directed to a server for a video game program submission system for submitting video game program for reviewing and testing. The server comprises

communication circuitry configured to permit remote access to the server by video game program developers; a processing system; and a video game program submission application executed by the processing system for generating one or more display screens usable by video game program developers that remotely access the video game program submission system server to enter video game program specification data specifying characteristics for one or more video game programs and to submit the one or more video game programs to the video game program submission system for reviewing and testing. The video game program submission application further generates one or more display screens providing status information regarding status of the reviewing and testing of video game programs previously submitted to the video game submission system. As discussed above in connection with claim 12, neither Sawaguchi nor Millman et al. discloses or suggests a game submission system for submitting video game programs for reviewing and testing. Similarly neither of these documents discloses or suggests video game program specification data as claimed or the concept of providing status information regarding status of the reviewing and testing of video game programs. For at least these reasons, Applicant respectfully submits that the proposed combination of Sawaguchi and Millman et al. would not have made the subject matter of claim 17 obvious.

Independent claim 18 is directed to a computer readable medium storing instructions executable by a processing system to control a video game program submission system server for submitting video game programs for reviewing and testing to generate one or more interactive forms that are remotely accessible to video game developers via a communication network, the interactive forms comprising data fields for inputting characteristics of a video game program; receive via the communication network the video game program characteristics input to the interactive forms along with a corresponding video game program; and automatically route the received video game program characteristics and video game program in accordance with a routing list to one or more video game reviewers and testers. As discussed above in connection with claim 12, neither Sawaguchi nor Millman et al. discloses or suggests the concept of a game submission system for submitting video game programs for reviewing and testing. Similarly neither of these documents discloses or suggests video game program specification data as claimed. For at least these reasons, Applicant respectfully submits that the proposed combination of Sawaguchi and Millman et al. would not have made the subject matter of claim 18 obvious.

Claim 2 depends from claim 1; claim 16 depends from claim 12; and claims 19, 22 and 23 depend from claim 18. These claims are believed to be allowable at least by virtue of these dependencies.

Claims 3 and 8 were rejected under 35 U.S.C. Section 103(a) as allegedly being "obvious" over the proposed Sawaguchi-Millman et al. combination, in further view of Brown (U.S. Patent No. 6,671,768). Brown is applied in connection with claims 3 and 8 for its purported disclosure of CRCs. However, Brown does not remedy the above-noted deficiencies of Sawaguchi and Millman et al. in connection with claims 1 and 7, from which claims 3 and 8 depend, respectively. As such, the proposed combination of Sawaguchi, Millman et al. and Brown, even if proper, would not result in the subject matter of claims 3 and 8.

Claims 4-6 and 9-11 were rejected under 35 U.S.C. Section 103(a) as allegedly being "obvious" over a proposed combination of Sawaguchi, Millman et al., and Brown, in further view of Shaklee (U.S. Patent No. 5,841,952). Brown is cited for its disclosure of "ROM images" at col. 10, lines 45-65 and Shaklee is applied for its alleged disclosure of "separate images." In the context of claims 4-6 and 9-11, ROM image refers to the contents of a ROM, not to a visual image. Consequently, Applicant respectfully submits that Shaklee's disclosure of images on different CRTs is wholly unrelated to the subject matter of ROM images in the context of claims 4-6 and 9-11. In any event, Shaklee does not remedy the deficiencies of Sawaguchi, Millman et al. and/or Brown in connection with claims 1 and 7 and thus the proposed combination of Shaklee with these references would not have rendered obvious the subject matter of claims 4-6 (which depend from claim 1) and claims 9-11 (which depend from claim 7).

The office action responds to the remarks regarding claims 4-6 and 9-11 in the previously filed amendment by referencing col. 3, lines 20-35 and col. 7, lines 20-23 of Shaklee. The first referenced portion describes, among other things, "[recomposing] the segmented images using a plurality of separated CRTs or a plurality of image areas on a single CRT." The second referenced portion describes that "[b]lock 706 then separates the image row data that is to be displayed on the first CRT 110, or the first display row of CRT 410, if the separation had not been performed by the host computer system 150 ..." These portions of Shaklee have nothing to do with ROM images and are not suggestive of the features of claims 4-6 and 9-11.

Claims 13, 14, 20 and 21 were rejected under 35 U.S.C. Section 103(a) as allegedly being "obvious" over the proposed combination of Sawaguchi and Millman *et al.*, in further view of

Crump et al. (U.S. Patent No. 5,791,992). Crump et al. is applied for its alleged disclosure of playing games on the Internet and of “status” bits. Crump et al. does not remedy the deficiencies of Sawaguchi and Millman et al. with respect to claim 12 and thus the combination of these references with Crump et al. would not result in the subject matter of claims 13 and 14 which depend from claim 12. In addition, the disclosure of status bits indicating the state of data latches as disclosed in Crump et al. is in no way suggestive of the status data of the reviewing and/or testing of a video game program described in claims 14 and 20.

The office action responds to the remarks presented in the previously filed amendment regarding Crump et al. by stating “[t]he applicant also argues that Crump does not disclose playing games over the internet.” Crump discloses connecting a video game system to the internet to provide “the advantage of allowing a user to be connected to and browse the World Wide Web as well as receive online updates of desired software applications through a low cost home video game system connected to a conventional television screen.” Crump et al., col. 12, lines 62-67. The office action continues that Crump et al. would have made it obvious to provide Sawaguchi the benefit of allowing users to play video game on the Internet. However, even assuming for the sake of argument that this is correct, the description in Crump et al. of processor status bits nonetheless fails to provide any teaching or suggestion with respect to providing the status of the reviewing and/or testing of a game as specified in claims 14 and 20.

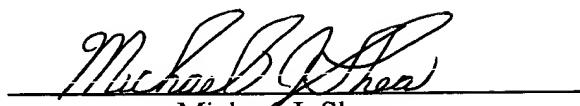
Claim 15 was rejected under 35 U.S.C. Section 103(a) as allegedly being “obvious” over the proposed combination of Swawguchi and Millman *et al.*, in further view of Kohari *et al.* (U.S. Patent No. 5,291,405). Kohari *et al.* is applied to claim 15 for its purported disclosure of notification information to personnel regarding changes to a document. First, Kohari *et al.* does not remedy the deficiencies of Sawaguchi *et al.* and Millman with respect to claim 12, from which claim 15 depends. Second, the disclosure of notification information regarding document changes would not have suggested the claimed notification of receipt of submitted video game and video game specification data. For these reasons, claim 15 is not rendered obvious by the proposed combination of Sawaguchi *et al.*, Millman and Kohari *et al.*

The pending claims are believed to be in condition for allowance and favorable office action is respectfully requested.

Respectfully submitted,

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